GHOST RIDER
TEEN
T
ESRB
COLUMBIA PICTURES
CLIMAX
MARVEL
2K

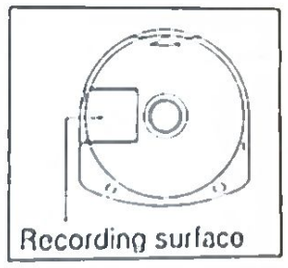
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

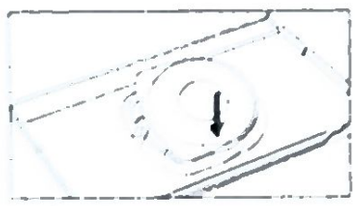
## Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

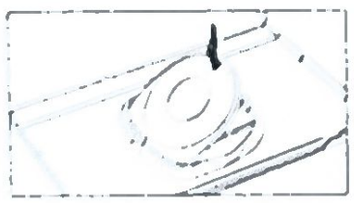
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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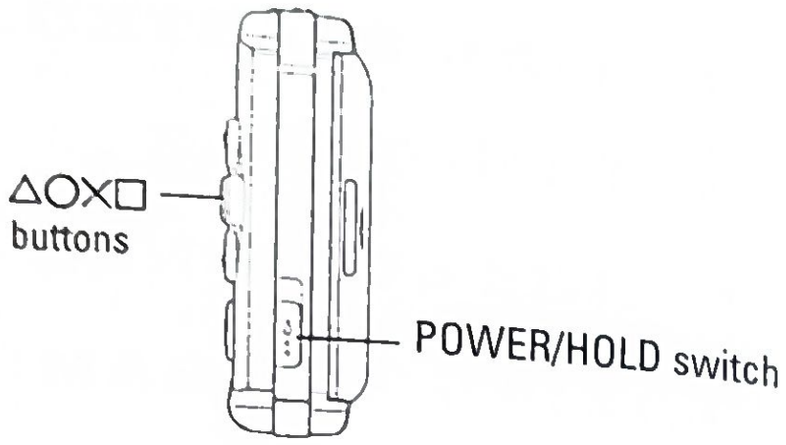
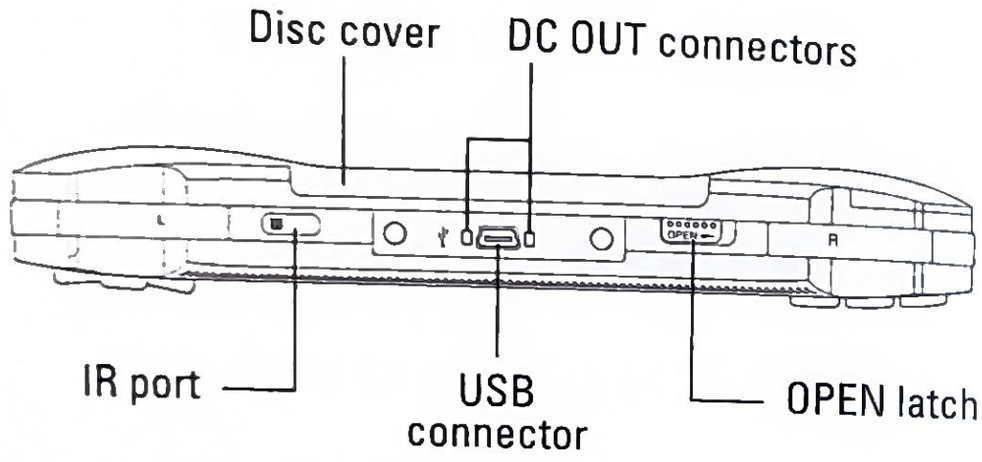
# GETTING STARTED

## Right side view




## Front view




Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the GHOST RIDER™ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

### Memory Stick Duo™

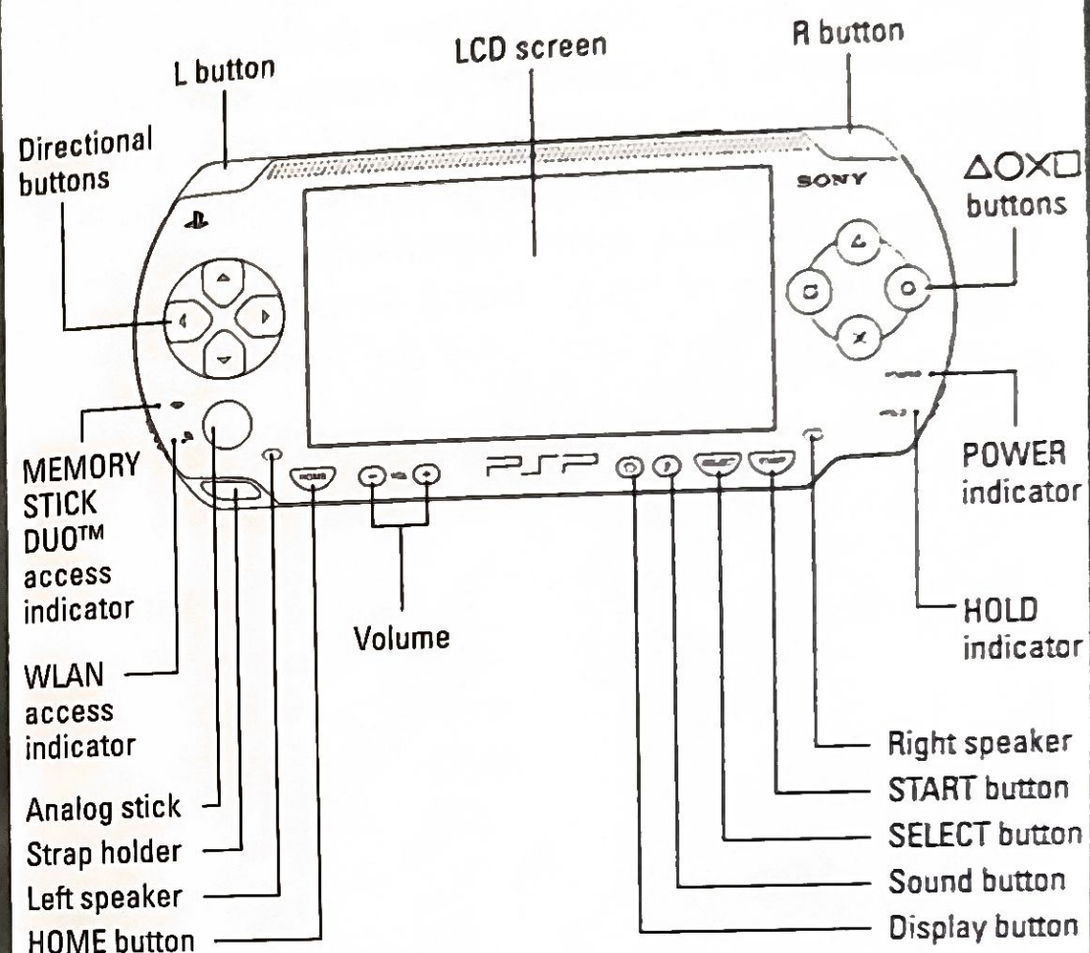
*Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.*

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.



# STARTING UP

## PSP® (PlayStation®Portable) system configuration



# INTRODUCTION

Cheated by the devil Mephisto, Johnny Blaze is cursed to spend his nights as the Ghost Rider- a Spirit of Vengeance who must hunt down evil doers and punish them for their deeds. Although Mephisto is the cause of his eternal suffering, Johnny is forced to help him when he is summoned to Hell. Johnny must become the Ghost Rider to take on Hell's worst nightmares in order to save the life of his girlfriend Roxanne, and at the same time save the world!

# PLAYING THE GAME

When you first load the game you need to create a profile for your game.

## PROFILES

### Creating

Choose "New" from the menu.

Enter a name for this profile using the text entry tumblers.

Now enter a three letter "tag" for this profile. The tag is the name your friends will see when you play multiplayer Ghost Rider.

Choose which save slot to store the profile in.

### Loading

Once you have created a profile when you next play Ghost Rider, you can choose "Load" when you turn the game on. Choose your profile from the list and you will be able to pick up from where you left off.

### Auto-Saving

Saving in Ghost Rider is automatic. When you complete a level or make changes to your settings, the game will automatically save your progress.

## MAIN MENU

From the main menu you can access all aspects of the Ghost Rider game. Use **the directional buttons** or **analog stick** to move up and down the options and press **the ⊗ button** to select.

### Story Mode

Play through the main game, defeating the evil souls who have escaped from Hell! Collect skulls to upgrade your combat abilities and to buy movies and comics.

### Challenge Mode

Take on other characters from the Ghost Rider comics and beat them in three violent and dangerous race modes!

### Multiplayer Mode

Play against friends over Wi-Fi – even those who don't have their own copy of Ghost Rider using Game Sharing.

### Options

Alter your game settings.

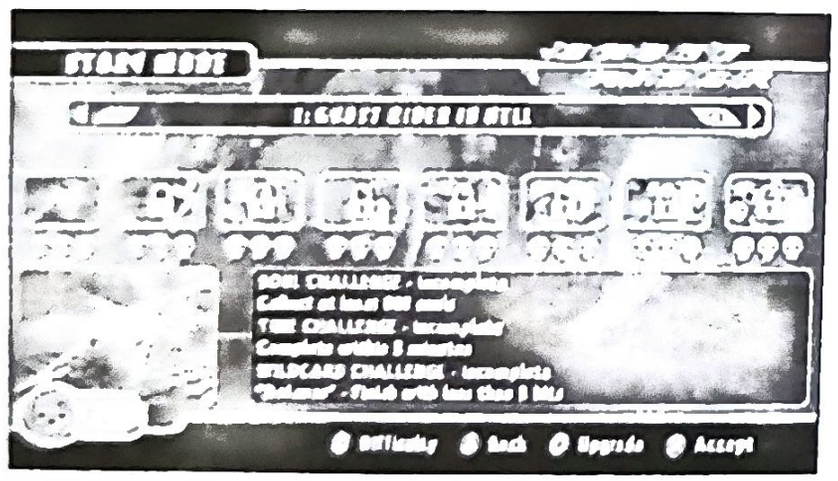
### Extras

View comics, movies and artwork that you have purchased in Story Mode. Activate cheats and other bonuses!

# STORY MODE

## Story Mode Screen

On this screen you can see Ghost Rider's adventure unfold, split from left-to-right into separate levels. The story is split into 5 chapters, each chapter with eight levels.



### Navigating

To move between chapter press **L button** and **R button** or the **Anolog stick** to cycle through them. Move between levels with the directional buttons.

**From the Story Mode screen you can:**

- **Enter a Level:** Highlight an open level and press **the ⊘ button** to enter.
- **Change the difficulty:** If you are finding the game too hard, or too easy, you can change the difficulty by pressing **the ▣ button**. **Note:** You can only complete Skull Challenges when playing at Challenging or Punishing difficulty.
- **Spend Skulls to upgrade and purchase extras:** Press **the ◉ button** to go to Caretaker's Upgrades.

### Progress

Ghost Rider begins in Hell and must travel back to Earth and track down the evil souls who have escaped!

By completing a level you will unlock the next, moving through the story until you make your way to the final battle. Levels will take place on foot or bike and each chapter finishes with a climactic boss battle in which Ghost Rider must face a powerful foe.

### Skull Rewards

Playing Ghost Rider isn't just about getting to the end of the story – players must collect all of the game's "skulls" to truly be the Spirit of Vengeance. Each level contains four skulls rewards. You receive one for making it through the level and the other 3 are rewarded for completing skull challenges.

### Skull Challenges

These challenges will test your battle prowess and biker skills. You can read the criteria for the challenges on the Story Mode Screen and also in game by pausing with **the START button** and choosing "Skull Challenges".

The game also keeps track of your progress with the three skulls in your HUD – as you complete a challenge these will turn gold, if you fail a challenge it will break and turn red.

Skulls can also be earned in Challenge Mode.

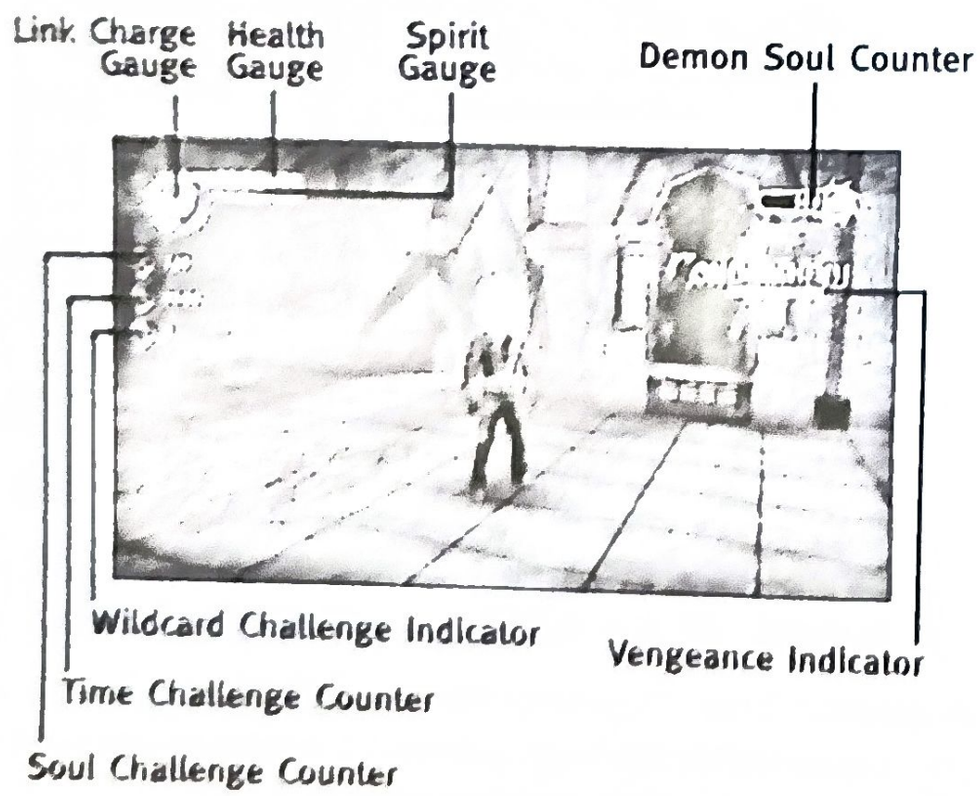
# ON FOOT LEVELS

On levels in which Ghost Rider proceeds on foot, you must battle through waves of enemies and pass through checkpoints to progress.

## BASIC CONTROLS

| | |
|---|---|
| **L button** | Shotgun |
| **R button** | Block |
| **⬆ button** | Link Charge Attack |
| **⬇ button** | Retribution |
| **⬅ button** | Zoomed Out Camera |
| **➡ button** | Zoomed In Camera |
| **Analog stick** | Move Ghost Rider |
| **⊗ button** | Jump, On Upgrade: Push Twice to Double Jump |
| **△ button** | Heavy Attack |
| **▣ button** | Light Attack |
| **◉ button** | Grab, When in Retribution: Performs Pennance Stare |
| **SELECT button** | Taunt |
| **START button** | Pause |

## HUD






## FIGHTING

### Combination Attacks

Attack enemies using combinations of Light, Heavy, Jump and Block. Hit an enemy enough times in a row to stun them and then grab them with **the ◉ button** to take 'em out.

As the game progresses, you can spend Skulls to upgrade Ghost Rider – expanding his power and gaining all new combination moves.

**Example Combination Moves:**

**R button + △:** Uppercut
Launches enemies into the air.

**R button + ⊗ + Analog Stick:** Roll
Push the stick to roll in that direction and evade enemy attacks.

**R button + ▣:** Barge Dash
Use this move to quickly move toward an enemy and open them up for an attack.

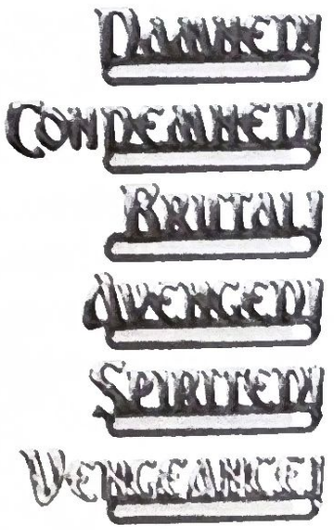
**△, ▣, ▣:** Windmill
Use this move to cause big damage and toss enemies into the air.

## DEMON SOULS

Defeated enemies will release souls. To beat Skull Challenges collect as many souls as you can! Hold block to suck souls towards you.

## VENGEANCE BAR

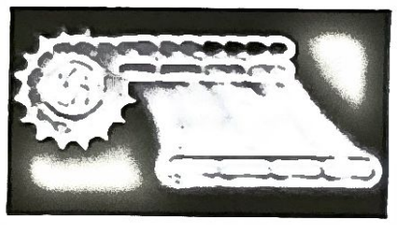
As you fight, your Vengeance Bar will build up. The more enemies you hit and the more stylishly you fight the further it will fill. Taking any damage will break the Vengeance Bar. Can you get all the way to VENGEANCE level?



As the bar levels up Ghost Rider's flame will change color and he will become energized. The higher the level of the Vengeance Bar, the more souls and charge will be dropped by demons when they are destroyed.

Some enemies will come to battle with "Spirit Shields" – to break the shield you must level the Vengeance Bar up to a high enough level to break the shield.

## Spirit Gauge



By fighting, Ghost Rider also fills his Spirit Gauge. This gauge grows as hits are landed on Ghost Rider or his enemies. There are two uses for the Spirit Gauge:

### Shotgun

Each full chunk of the gauge allows you to fire off one shotgun attack with **the L button**. Using the Hellfire Shotgun is a powerful way of weakening enemies.

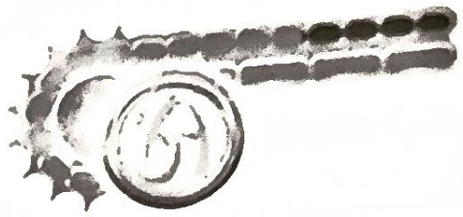
### Retribution

Once you have filled 4 chunks, you can press **the ↓ button** to release Retribution! For as long as the Spirit Gauge lasts the screen will be turned red and Ghost Rider will be energized to inflict Retribution. Ghost Rider will move faster and cause more damage, and enemies will be unable to make him flinch. During Retribution, Ghost Rider will be able to make even the most powerful enemies stagger back from his attacks.

During Retribution Ghost Rider can grab any enemy to inflict the Penance Stare upon them. This power move will use up all the remaining Spirit Gauge and use it to rip huge numbers of Demon Souls from the victim.



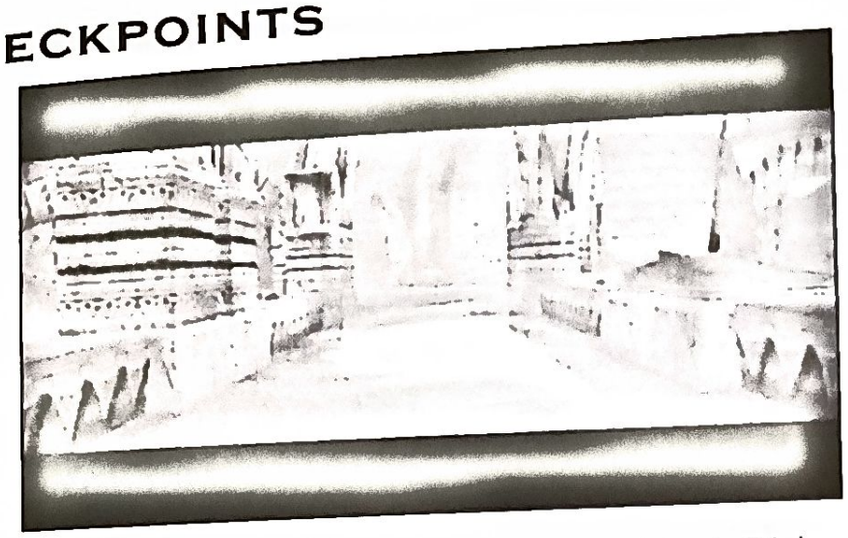
## Link Charge



As well as souls, defeated enemies will drop Demon Charge – the source of their evil power. Collecting these will store up the energy in Ghost Rider's chain.

When the chain is full, release all the energy with the up button for a massive attack that will damage all the enemies around you.

## Checkpoints



After defeating a wave of enemies, Ghost Rider must step into the checkpoints to summon the next round of combatants.

# On Bike

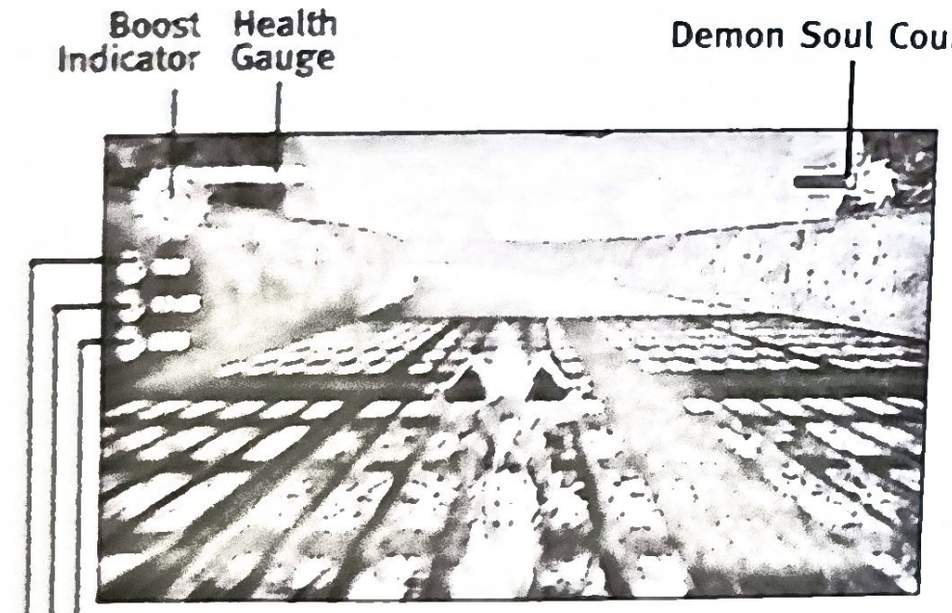
On levels where he rides his Hell Cycle, Ghost Rider must race to the end of the track, taking out enemies on the way and using the power of the Hell Cycle to overcome obstacles.

As Ghost Rider absorbs the souls of powerful enemies he will gain new powers for the Hell Cycle. He can use these to bypass the obstacles he will face.

## BASIC CONTROLS

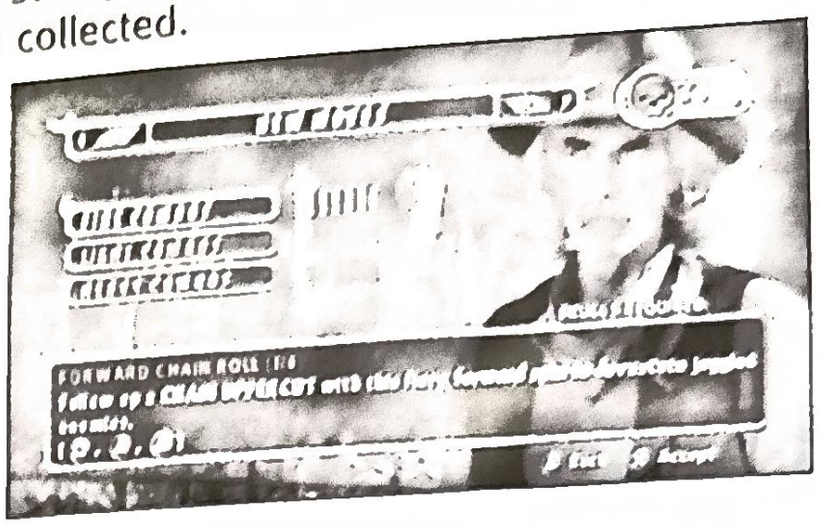
| | |
|---|---|
| **L button** | Brake |
| **R button** | Accelerate. On Upgrade: Double Tap and Hold to Boost |
| **Analog stick, directional buttons** | Steer Bike |
| **⊗ button** | Jump |
| **△ button** | Power Down |
| **□ button** | Chain Swipe |
| **○ button** | Hellfire Projectile |
| **START button** | Pause |

## HUD




# UPGRADING

As you progress through the game you can increase your strength and abilities thanks to the skulls you have collected.



By pressing **the ○ button** on the Story Mode Screen, you can enter Caretaker's Upgrades to upgrade your character. Use **the L button** and **the R button** to page between different sections, move between items with **the ↑ button** and **the ↓ button** then spend skulls with **the ⊗ button** to buy items.

There are several ways in which you can boost your abilities:

## NEW MOVES

### Fire Combos

Buy combination moves that draw on the power of Fire, e.g. "Fire Cutter" – an upgraded move that cuts through the air with fiery force.

### Light Combos

Buy combination moves that use rapid chain attacks to take out the enemy, e.g. "Helicopter Attack" – a move that spins the chain like a helicopter rotor to slice and dice demons.

### Heavy Combos

Buy combination moves that deliver a powerful payload, e.g. "Super Quake" – a devastating jumping attack that slams down on your opponent with terrifying force.

## SPECIALS

### Health

Boost your health and last longer in a fight!

### Spirit

Boost the length of the Spirit Gauge to make Retribution last longer and reap even greater rewards from your Penance Stares.

### Link Charge

Level up the Link Charge Attack through SOLAR and OMEGA level.

### Shotgun

Overheat the Hellfire Shotgun to access RED HOT and WHITE HOT levels—awesome power!

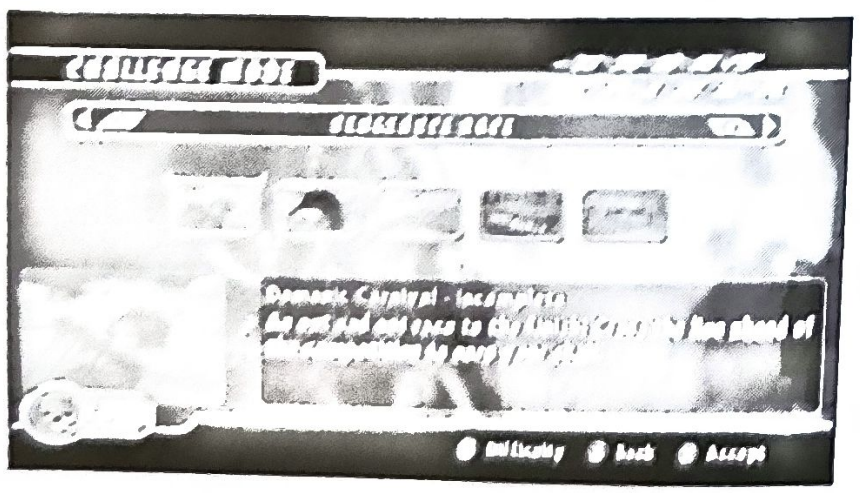
### Bike Hellshot

Upgrade the projectile attack on your Hell Cycle adding homing power and multiple shots into the mix!

# CHALLENGE MODE

In Challenge Mode you must choose a character from the roster of Ghost Rider and Marvel characters then race against 3 opponents. Defeat them to claim a skull!

## Challenge Mode Screen



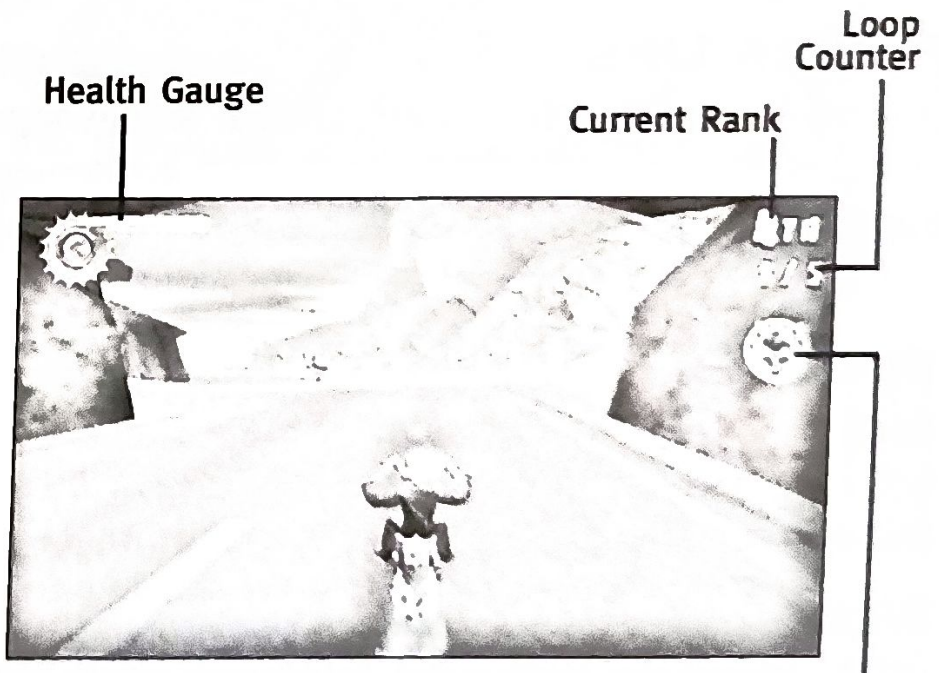


Use **the L button** and **the R button** to cycle through game modes and use the directional buttons to choose the location. Each location has one Skull available to win for each Game Mode. In all there are 15 to collect!

## Basic Controls

| | |
|---|---|
| **L button** | Brake |
| **R button** | Accelerate |
| **Analog stick, directional buttons** | Steer Bike |
| **⊗ button** | Jump |
| **△ button** | Power Down |
| **□ button** | Fire Projectile |
| **○ button** | Use Pickup |
| **START button** | Pause |

## HUD



## Game Modes

There are three game types to choose from, each with different rules:

### Vengeance Race

A classic race: Complete laps and be the first over the line when the race finishes. Use your projectile attacks and pickups to take out opponents.

### Eliminator

A twist on the drag race. Each rider starts with three lives. The last person to complete a lap and cross the finish line loses a life. Keep going until there's only one rider left!

### Survivor

A race against time! Each rider is poisoned and their health is slowly depleting. The only way to ward off death is to pass through the glowing energy fields. Each field will restore a little of your health. Watch out: for every lap completed the infection will increase and your health will drop even faster! Can you outlive the other riders to win?

## Power Ups

Littered around the tracks are special skull-shaped pick ups. Run over a pickup to collect it, then use **the ◉ button** to use it. There are three types of pick ups:

### Offense

**Homing Shot**
Get an opponent in your sights and shoot this fire-and-forget flaming missile to take them out!

**Stinger**
Drop this on the track – guaranteed to shred the tires of your opponents!

**Soul Mine**
Drop this in the track – anyone unlucky enough to drive close to it will get caught in an almighty explosion!



### Special

**Confusion**
Fire this off to flip the screen on all your opponents, turning their world upside down!

**Blackout**
Summon a black out – blinding your opponents for a short time!

### Bonus

**Hellfire Tires**
Activate these tires to stay gripped to the road even when on water or gravel! Also lets you drive over Stingers!

**Pure Vengeance**
The ultimate power up! Activating "Pure Vengeance" will super charge your bike – you'll go faster, be invulnerable to all attacks and be able to drive on all surfaces!

**Boost**
Fire this off to get a temporary speed boost. Can you handle the speed?

**Health**

Use this pickup to restore lost health and to counter the effects of any of the effects from your opponent's attacks.

## Locations

Games take place in one of five locations:

### Marvel's The Daily Bugle

The rooftops of the famous newspaper make up this vertigo-inducing track.

### Marvel's The Vault

This super-villain prison makes the perfect track for an intense race.

### Marvel's Avengers' Base

Race around the hangar where the famous Quinjet

is waiting ready to take off and fly the Avengers across the world.

### The Infernal Caverns

The Devil's own racetrack is the place for death-defying leaps and hairpins.

### Demonic Carnival

Quentin Carnival has been possessed by demons and now poses as an intense track composed of collapsing earth and candy-striped tents.

## Characters

In Challenge Mode you can choose from one of eleven super-powered characters, each with their own strengths:

### Ghost Rider Movie

The leather-clad Spirit of Vengeance on his shimmering Hell Cycle.

### Classic Ghost Rider

Ghost Rider in his original comic incarnation, riding the most famous version of his Hell Cycle.

### Lilith

The sorcerous witch herself is sporting a stylish Ebony bike.

### Vengeance

Ghost Rider's nemesis, the sabre-toothed enforcer Vengeance is here on his twisted bone bike.

### Deathwatch

The translord Deathwatch makes a fearsome match on his modified tech bike.

### Blade

The daywalker is prepared to out-race and out-smart any supernatural being that crosses his path.

### Caretaker

The oldest rider in the roster, Caretaker is here to show the youngsters who is the original Spirit of Vengeance.

### Johnny Blaze

Whilst Ghost Rider has the fiery chain and the penance stare, his alter ego Johnny Blaze has all the stunt rider skills he needs to out-race the competition.

### Blackheart

The evil son of Mephisto is prepared to do anything to defeat those who oppose him. A fearsome rider.

### Scarecrow

The demented contortionist Scarecrow is certified insane, but that can be an advantage out on the race track.

# EXTRAS

## Buying Extras

Purchase extras from the story mode screen by pressing **the ◉ button** to enter Caretaker's Upgrades. From there you can spend your collected Skulls on movies, comics and images.

## Viewing Extras -

To view the extras content you have purchased, select "Extras" from the main menu. From here you can also activate characters and cheats you have earned through game completion and other achievements.

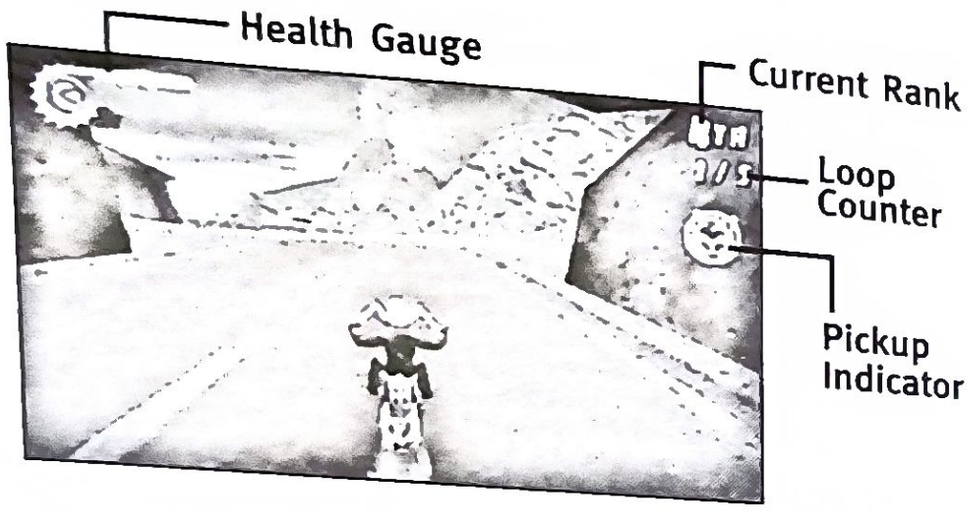
# MULTIPLAYER

For multiplayer up to four players can compete in the same game modes and locations as Challenge Mode, using the PSP™'s Wi-Fi to challenge each other!

## CONTROLS

| | |
|---|---|
| **L button** | Brake |
| **R button** | Accelerate |
| **Analog stick, directional buttons** | Steer Bike |
| **⊗ button** | Jump |
| **△ button** | Power Down |
| **□ button** | Fire Projectile |
| **○ button** | Use Pickup |

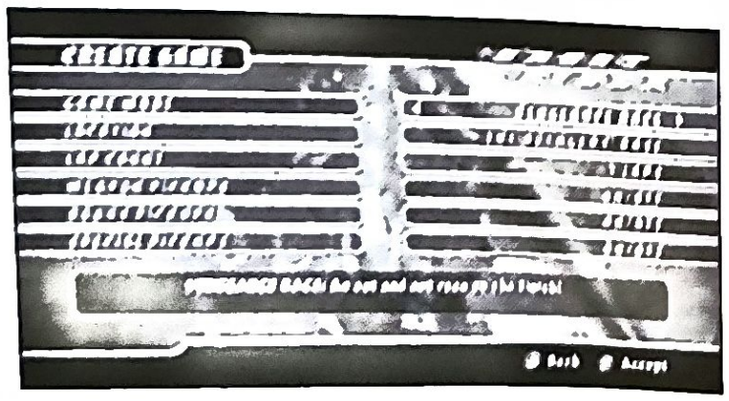
## HUD




## HOSTING A GAME

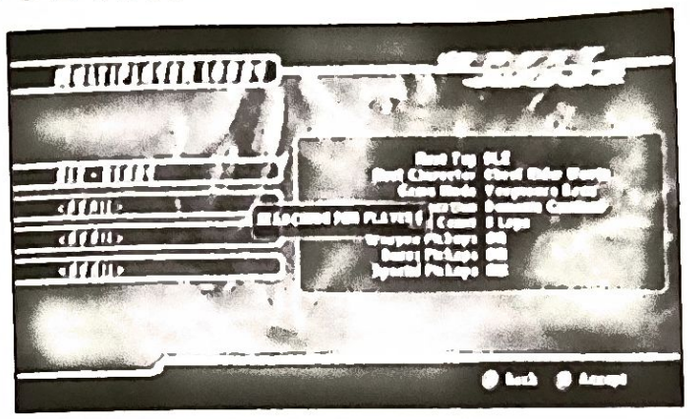
To create a game for your friends to join:

- Choose "CREATE GAME" from the Multiplayer menu
- Choose the game type and options by cycling and toggling the various option bars on the Create Game screen. Accept with **the ⊗ button** to continue.





- Choose your character.
- The game will now wait for players to join your game. You will see the list of players on the left side of the screen.

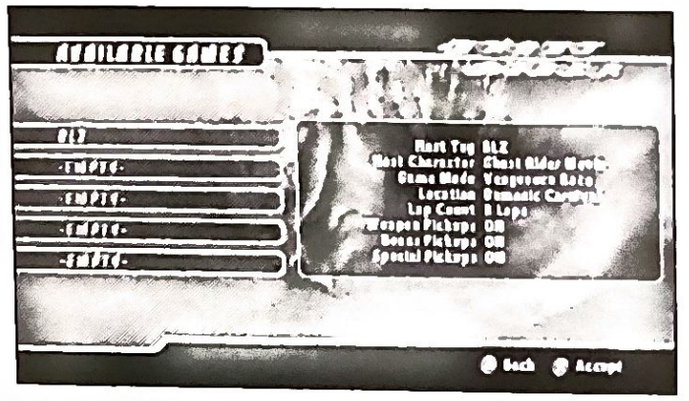


- When everyone has joined and you are ready to begin, press **the ⊗ button** to start the game.

## JOINING A GAME

To join a game that someone else has created:

- Choose "Join Game" from the Multiplayer Menu.
- You will see a list of the games that are within range.



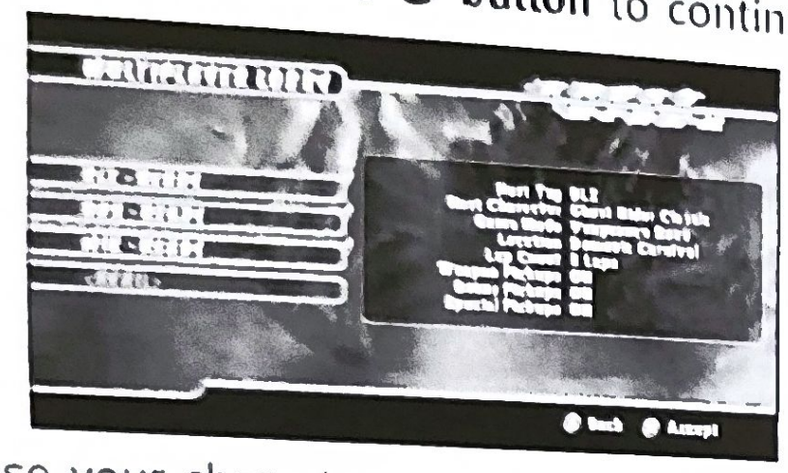
- Choose the game you want to enter with the direction buttons and press **the ⊗ button** to join.
- When the host is ready to begin he will start the game.

## GAME SHARING

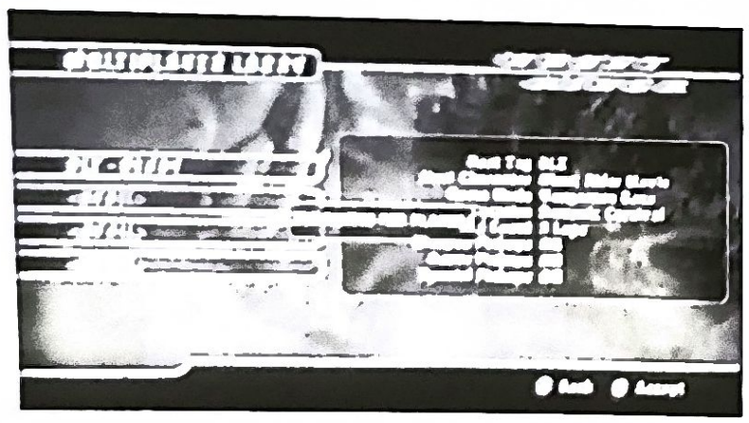
To play a game against friends who don't have a copy of Ghost Rider you can use the PSP®'s "Game Sharing" to let them play using your copy of the game:

- Choose "Share Game" from the Multiplayer Menu.

- Your friends should choose "Game Sharing" from their PSP™ home. They will see your game in a list of available shares and should press **the ⊗ button** to begin downloading.
- Wait for your friends to finish downloading your share.
- When everyone has finished, press **the ◉ button** to proceed.
- Choose the game type and options by cycling and toggling the various option bars on the Create Game screen. Accept with **the ⊗ button** to continue.



- Choose your character.
- The game will now wait for players to join your game. You will see the list of players on the left side of the screen.



- When everyone has joined and you are ready to begin, press **the ⊗ button** to start the game.



# KNOW YOUR ENEMY

**HELL:** Here are some of the enemies you will face in the first Chapter!

### Razor Demon

The most basic of Hell's minions–a nasty piece of fodder for Ghost Rider to dispatch!

### Terrorsmith

The terrorsmith is one of Hell's heavy units—an giant hulk made of muscle and sharpened bone. It takes effort to make this goliath flinch—use a Chain Slam to open him up and then get the hits in. Even then you have to be careful—pummel him too much and he'll bust out his rage attack!

**LATER ENEMIES:** Some of the terrifying foes you will face later in the game:

### Deathwatch Katana Ninja

A member of the translord Deathwatch's elite Ninja corps, the lighting fast katana ninja pulls a quick back flip before dashing forward to deliver his killing blow. If he holds his sword up to block, jump up and slam to break his stance.

### Air Elemental

The last of Lilith's conjurations is this wraithlike spectre. A mess of rags and bones, this filthy creature can draw upon the wind to summon a punishing tornado that will cut foes to pieces.

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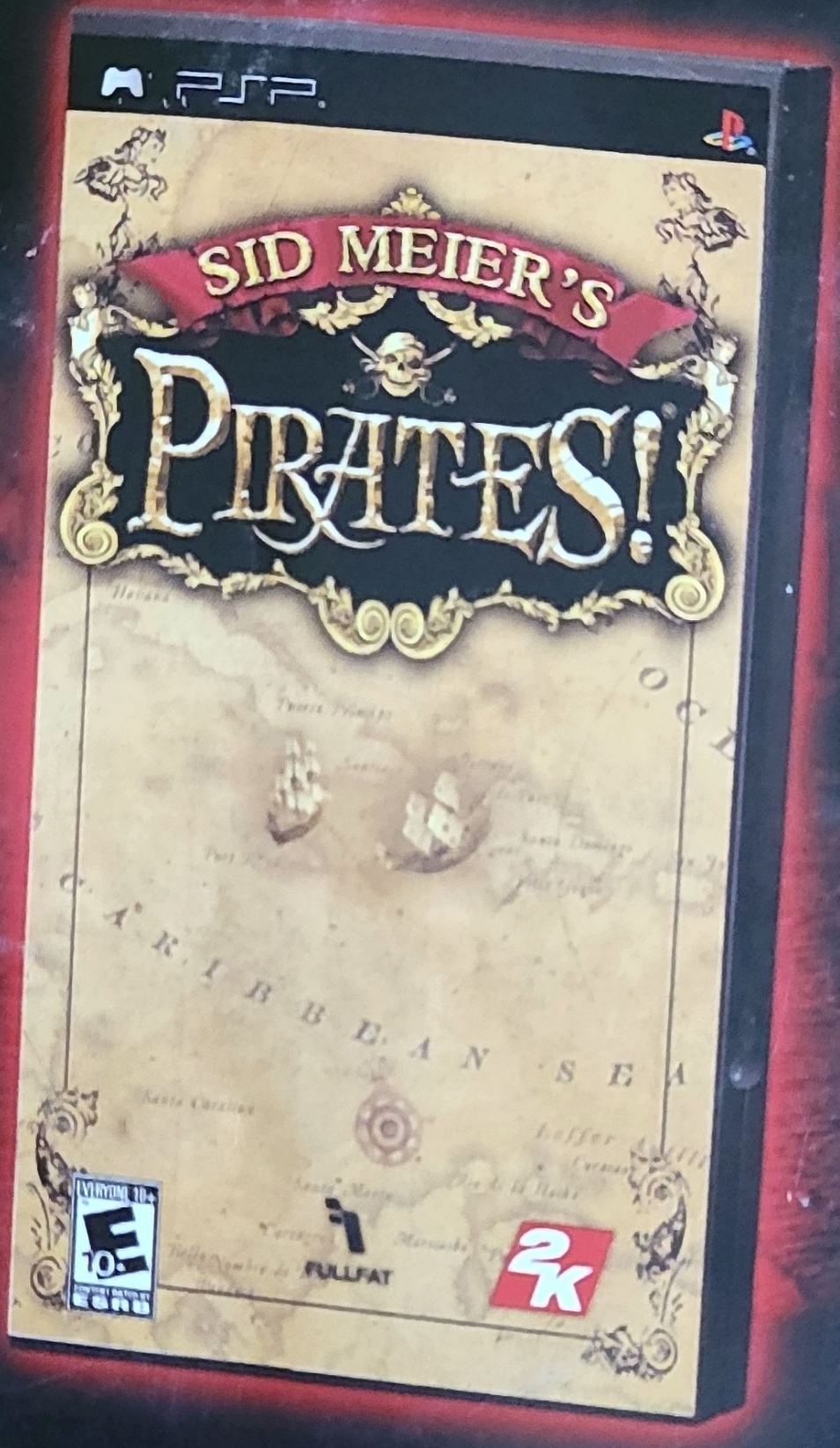


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